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MANUAL NO . MPUSOMAN006

PUMP IT UP

in the groove 2®

Service Manual



STOP
IMPORTANT

▶ Read the manual before operating this machine.

▶ Keep this manual for your reference.

Precautions for use

The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to prevent other people s injuries and property damages.

Be sure to read the following

people s injuries and property damages.

• The following suggestions show the degree of danger and damage caused

⚠ WARNING
Indicates a situation where disregarding the suggestions could result in death or serious injury.

⚠ CAUTION
Indicates a situation where disregarding the suggestions could result in injury or product damage.

• The following graphic suggestions describe the types of precautions to be followed.

⚠ Indicates a matter of which care should be taken.

⃠ Indicates a matter which is forbidden.

Indicates a matter which should be performed without fail.

• The following graphic suggestions describe the types of precautions to be followed.

In this instruction manual, some procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.

- Otherwise an electric shock, machine trouble, or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance person and industry specialist are defined as follows.

Qualified in-shop maintenance person

- A qualified in-shop maintenance person must have experience in maintaining amusement machines. Under the supervision of an amusement machines shop owner or manager, he or she routinely assembles, installs, inspects and maintains the amusement machines, or replaces their component units and consumable parts, in the amusement machines workshop and/or location.

Jobs handled by qualified in-shop maintenance person

- Assembling, installing, inspecting and maintaining amusement machines and replacing their component units and consumable parts.

Industry specialist

- An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. Or he or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

Jobs handled by industry specialist

- Assembling and installing amusement machines and repairing and adjusting their electrical, electronic and mechanical component parts.



Setting Up

WARNING

Be sure to consult your nearest dealer when setting up, moving or transporting this product.
- This product should not be set up, moved or transported by any one other than an industry specialist. Doing so could result in injury or product damage.
- When installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident.
- When installing this product, use caution not to apply undue force to opening and closing parts and other movable parts. Otherwise, injury and accident may result, or the product may be damaged.

This product is an indoor game machine. Never set the game machine up outside.
- Setting this product up outside could result in accidents or equipment failure.

Do not set the game machine up near emergency exits.
- Doing so could block exits in time of emergency and could result in death or serious injury.

Do not set the game machine up.
1. In a place exposed to rain or moisture.
2. In a place exposed to direct sunlight.
3. In a place exposed to direct heat from air-conditioning and heating equipment, etc..
4. Near hazardous flammable substance such as thinner and kerosene.
- Otherwise an accident or malfunction may result.

Do not place containers holding chemicals or water on or near the game machine.
- Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.

Do not place objects near the ventilating holes.
- Doing so could cause the internal temperature to rise excessively, resulting in fire or equipment failure.

Do not bend the power cord by force or place heavy objects on it.
- Doing so could result in electrical shock or fire.

Never plug or unplug the power cord with wet hands.
- Doing so could result in electrical shock or fire.

Never unplug the game machine by pulling the power cord.
- Doing so could damage the cord, resulting in electrical shock or fire.

CAUTION

Be sure to use indoor wiring for within the specified voltage range. For extension cord, use indoor wiring of the specified rating or more.
- Failure to do so could result in fire or equipment failure.

Be sure to use the attached power cord.
- Otherwise a fire or machine trouble may result.

Never plug more than one cord at a time in the electrical receptacle.
- Doing so could result in fire or electrical shock.

Do not lay the power cord where people walk through. You may trip on or stumble over the cord.
- You may stumble down and get injured, or damage the power cord.

Be sure to ground this product.
- Otherwise an electrical shock or machine trouble may be caused.

Do not apply a strong force for moving the machine.
- Otherwise, it may result in an accident or breakage of the units.

Clearance of 100 mm (3.94in) or more should be created between the game machine and walls.
- Otherwise the machine (s) cannot be ventilated well, resulting in malfunction.

Do not change the DIP switch setting of this product to other than factory setting.
- Otherwise, the game can not be played properly.

Operation

WARNING

If there is any abnormality such as smoke, bad smell or abnormal noise being emitted from the machine, immediately turn OFF the main power switch and unplug the power cord from the receptacle to stop operating it.
- Using the machine in abnormal conditions could result in fire or accidents.

In case of abnormality

1. Turn OFF the main power switch.
2. Unplug the power cord from the receptacle.
3. Contact your nearest dealer.

Do not leave the power cord plugged in improperly or covered with dust.
- Doing so could result in electrical shock or fire, so inspect the power cord periodically.

CAUTION

Do not use this product anywhere other than industrial areas.
- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..

Do not give impact to the glass cover.
- Otherwise, it may result in an unexpected accident or injury.

- Please do not play this game if
  1 you have been drinking.
  2 you are tired or sick or have been recently sick.
  3 you think you might be pregnant.
  4 you have a pace maker.
  5 you have previously experienced muscle spasms or loss of consciousness by watching a TV screen.
- Punching the pads too aggressively may cause injury to your hands.
- This game is designed for one player only. Do not play with 2 or more people.
- When playing, please be aware of your surroundings.

Do not plug or unplug the power cord with wet hands.
- Doing so could result in electrical shock.

In handling the power cord, follow the instructions below.
- Otherwise, fire or electrical shock may result.

If the power cord or power plug becomes damaged,

- Do not damage the power cord.
- Do not modify the power cord.
- Do not bend the power cord excessively.
- Do not twist the power cord.
- Do not heat the power cord.
- Do not pull the power cord.
- Do not bind the power cord.
- Do not stand on the power cord.
- Do not sandwich the power cord.
- Do not drive a nail into the power cord.

stop using the machine immediately and ask your nearest dealer to replace the parts.
- Using a damaged power cord or power plug could result in fire or electrical shock.

Precautions for use

Inspection and cleaning

WARNING

Be sure to turn OFF the main power switch and unplug the power cord from the receptacle before inspecting or cleaning the machine.
- Failure to do so could result in electrical shock.

When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
- Using improper parts could result in fire or equipment failure.

There is high voltage inside the machine. Only qualified industry specialist is allowed to open the machine s back door. With the back door open, be very careful not to touch the monitor and its nearby parts.
- Otherwise an accident or electric shock may result.

If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.
- Otherwise, there may be danger an accident or electric shock.

Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodeling.
- Otherwise, a fire, malfunction or trouble may result. In case of any trouble, ask your nearest dealer for repairs and other services. ANDAMIRO will not resume any responsibility for the damage to the product attributable to disassembly and repair of parts which are not indicated in this manual, as well as settings and remodeling.

To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent.
- Using thinner of other organic solvent or alcohol may decompose the material.
- Electrical shock or equipment failure could be caused by water entering the inside of the machine.

Moving and transportation

CAUTION

The game machine contains parts such as the monitor, electronic components and precision components which are sensitive to vibrations and impacts. Great care therefore should be taken when moving and transporting the game machine.
Be sure not to let the machine tip over.

Before moving the machine, be sure to turn OFF the main power switch, unplug the power cord form the receptacle and remove the power cord form the machine.
- Stepping on or tripping over the power cord may result in an accident or damage to the machine.

Before moving the machine, be sure to fully lift the four levelers and move it on the casters.
- Otherwise, an accident, breakage or trouble may result.

Do not apply a strong force for moving the machine.
- Otherwise, it may result in an accident or breakage of the units.

PRECAUTIONS IN HANDLING

- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of WARNING or CAUTION specified in this manual.
- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

Safety Instructions

These safety instructions are for user safety and to prevent the users properties from being damaged. Read the following safety instructions carefully before using the pump it up.
ANDAMIRO takes no responsibility for any damages and troubles caused by the users mistakes.

1 Power Supply

- Use only a grounded outlet.
- Do not extend the power cord for use.
- Check the power requirements for the place to install the product.
- Use the power cord matching with power requirements.
- Use the rating fuse.
- Do not touch the power plug with wet hands.
- Power off the product when installing the product.

2 Installing

- Do not place the product near heating or inflammable materials.
- Install the product on the place that fully stands vibration.
- Install the product in the place of having good ventilation.
- Fasten the product so that it does not move.
- When installing or moving the product, refer it to a qualified service personnel.

3 Cleaning & Others

- Do not randomly disassemble the product or give it a shock.
- Be careful that water can not flow in the product.
- Do not use any volatile detergent such as wax or thinner.
- Clean inside the product periodically to remove dirt or contamination.
- Do not use the product for other purposes.

Testing and Setting the PUMP

Service Options

Test the hardware and set options before using the game.

1 Entering the Service Options menu

Press the Test button (TEST) located in the service box at any time.
The Service Options menu will appear.



2 Navigating the Service Options menu

Press the Left (◀) and Right (▶) buttons to change the current row, then press Start (■) to choose the selected option.

＊Help with options
As you change option lines, an explanation describing the current option appears near the bottom of the screen.

＊Serial number
The serial number for the currently installed hard drive + security dongle is displayed in the upper-right corner of the screen.

(1) Insert Credit

Insert one credit.

(2) Options

Configure difficulty, game, and coin options.



(3) Bookkeeping

View coin drop counts and other coin statistics.

Entering the Bookkeeping screen

Select Bookkeeping from the Service Menu.



Cycle through different bookkeeping reports

Press Left (◀) and Right (▶) to cycle among different bookkeeping reports.

Exit

Press Start (■) to leave the Bookkeeping screen.

(4) Transfer Scores: Machine ⇒ Memory Card

Copy high scores from the machine s internal memory to a USB memory card.
Insert a USB memory card before choosing this option.

(5) Transfer Scores: Memory Card ⇒ Machine

Copy high scores from a USB memory card to the machine s internal memory.
Insert a USB memory card containing previously saved machine score data before choosing this option.

(6) Copy Edits: Memory Card ⇒ Machine

Copy the edits stored in the machine s internal memory to a USB memory card.
Insert a USB memory card before choosing this option.

(7) Copy Edits: Machine ⇒ Memory Card

Copy the edits from a USB memory card to the machine s internal memory.
Insert a USB memory card containing edit files before choosing this option.

(8) Test Image

Display a test image to check the color and brightness of the monitor.

(9) Test Input

Check whether the pad sensors and cabinet buttons are functioning correctly.

Entering the Test Input screen

Select Test Input from the Service Menu.

Testing pad sensors

Hold any panel, and a message will show on the screen indicating which inputs are detected as being held. There are 4 sensors per panel and the edge names shown inside parenthesis indicate which sensors in the panel are being held. For example:



Testing cabinet buttons

Cabinet buttons will also appear on screen when pressed. The cabinet buttons however have only one sensor per button, so are no sensors listed in parenthesis after the button name.

Exit

Press Start (■) to leave the Input Test screen.

Stuck sensors

Stuck sensors severely impair gameplay. Players will automatically miss all arrows on a panel with a stuck sensor.

If the Input Test screen shows a sensor as being held while there is no pressure applied to the panel, then sensor is stuck and maintenance is needed. Use the Repairing a sensor instructions below to try and correct the problem.

Unresponsive sensors

Unresponsive sensors adversely affect gameplay. Players may miss arrows when stepping on a panel if the sensor doesn’t always respond properly to a step.

To test each of the 4 sensors in a panel, use your foot to put pressure on the 4 inside edges (left, right, top, or bottom) of each panel. Check that each of the four sensors in every panel can be activated by stepping on the inside edges. If a sensor does not register or is unresponsive, follow the repairing a sensor instructions below.

Repairing a sensor

To fix a stuck sensor, first open the panel containing the sensor by unscrewing two adjacent corner brackets on the panel. Then, slide out the plexiglass panel. Next, remove the problem sensor from its metal bracket, clean dirt and other particles from the bracket area, inspect the sensor for physical damage, then reseat the sensor. Replace the plexiglass and re-test the sensor. If the sensor continues to be stuck or unresponsive, then replace the sensor.

(10) Test Lights

Check whether the pad lights and cabinet lights are functioning correctly.

Entering the Test Lights screen

Select "Test Lights" from the Service Menu.

Explanation

This screen will cycle the cabinet light and pad lights one at a time, changing every one second. A message shows which lights are currently lit according to the software. For example:



Manually cycling the cabinet lights

Press Left (◀) and Right (▶) on the Player 1 side to manually cycle among the cabinet lights.

Manually cycling the panel lights

Press Left (◀) and Right (▶) on the Player 2 side to manually cycle among the pad lights.

Exit

Press Start (■) to leave the Test Lights screen.

(11) Set Machine Time

Set the machine s clock. The machine s clock is used when saving high scores and bookkeeping data.



(12) Reset Menu

Reset options, bookkeeping data, statistics, or edits.

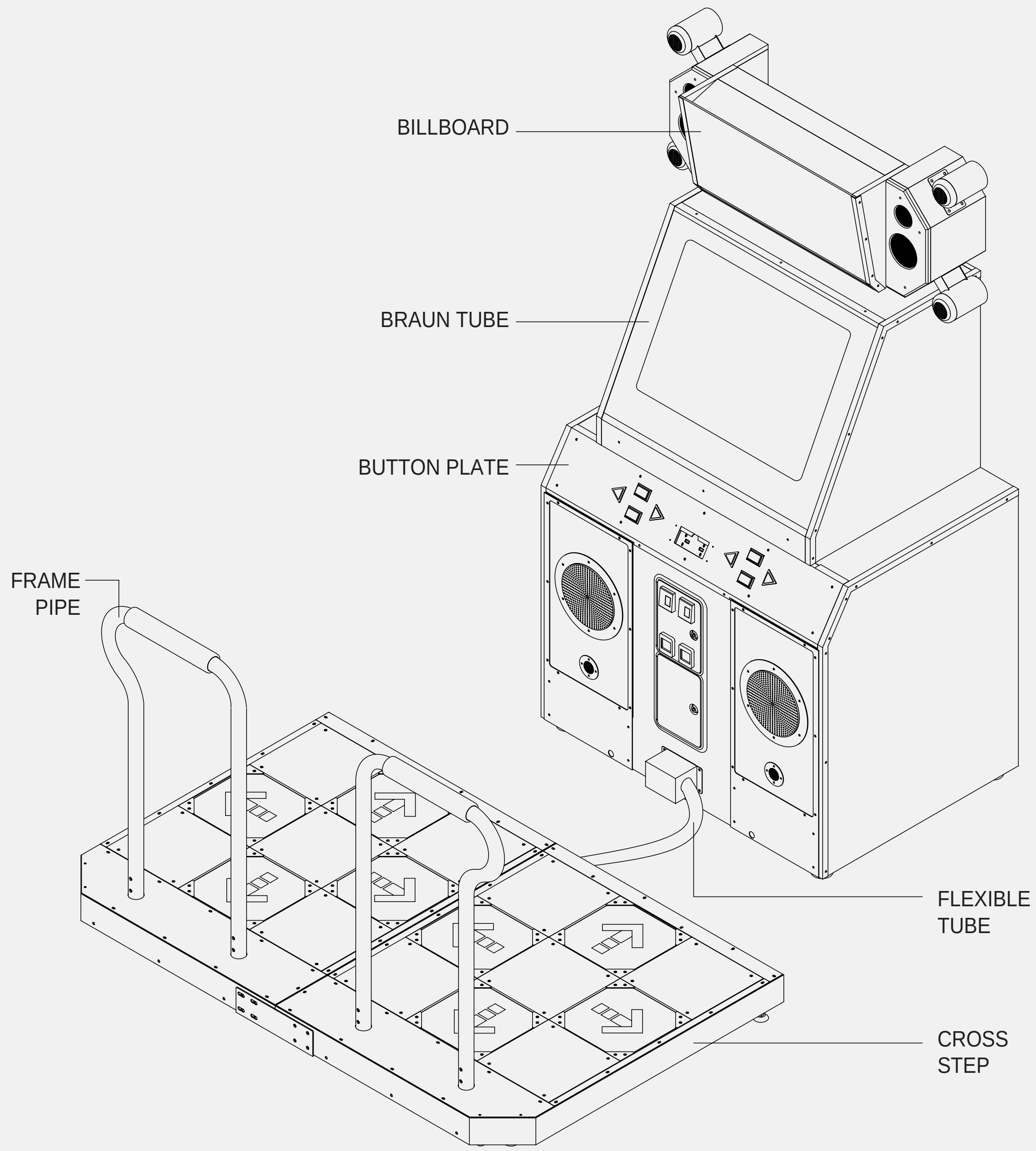


(13) Exit

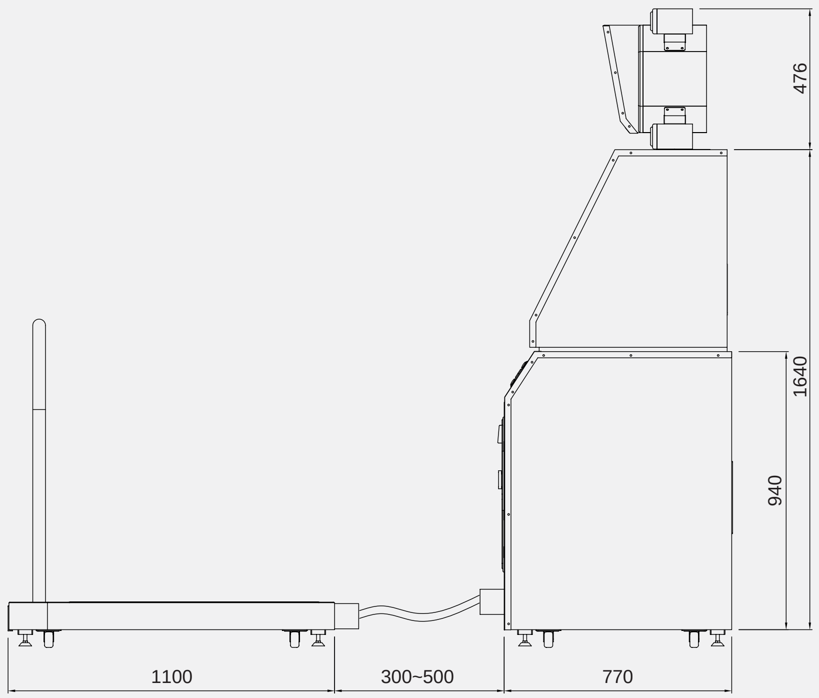
Leave the Service Options menu.

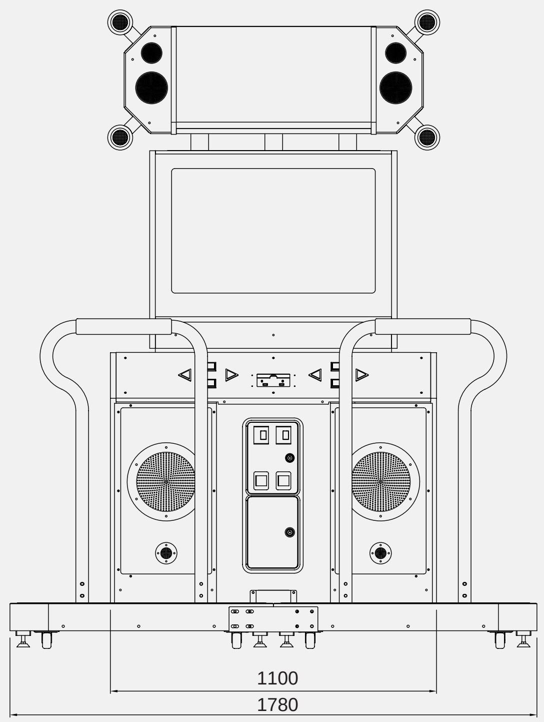
CONTENS

PART NAME



SPECIFICATION

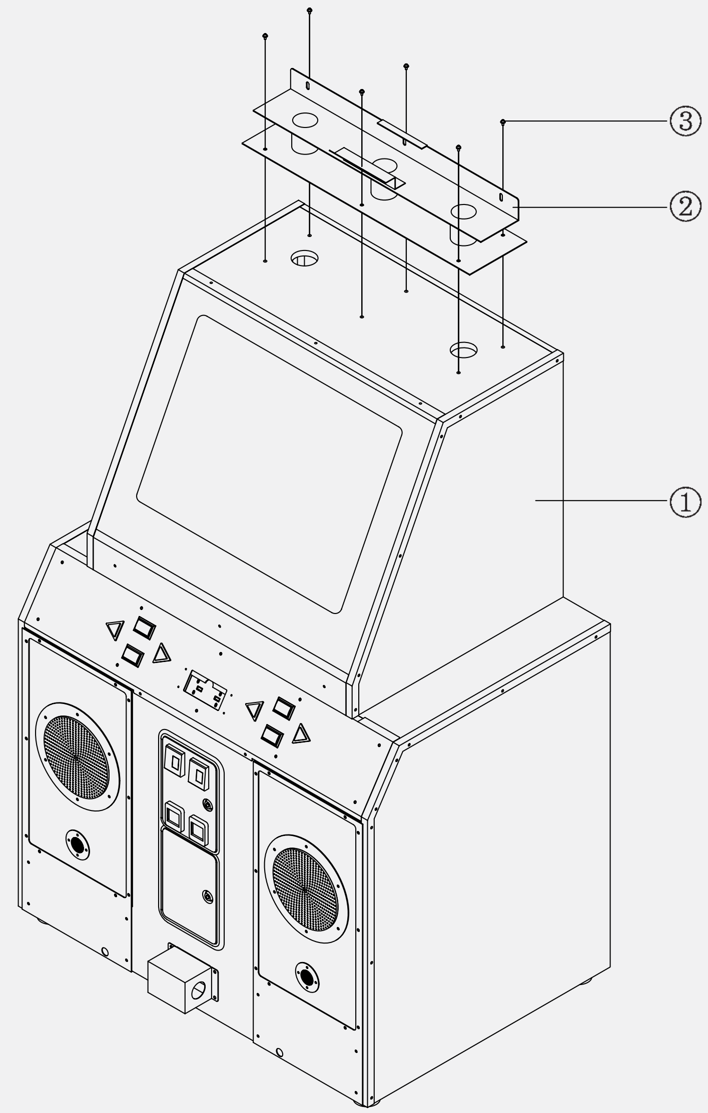




POWER CONSUMPTION		400 W
MAXIMUM POWER CONSUMPTION		600 W
SCREEN SIZE		34"
WEIGHT (Kg)	BODY	220 kg
	FLOOR	182 kg
POWER REGUIREMENTS		AC 110V / 60Hz

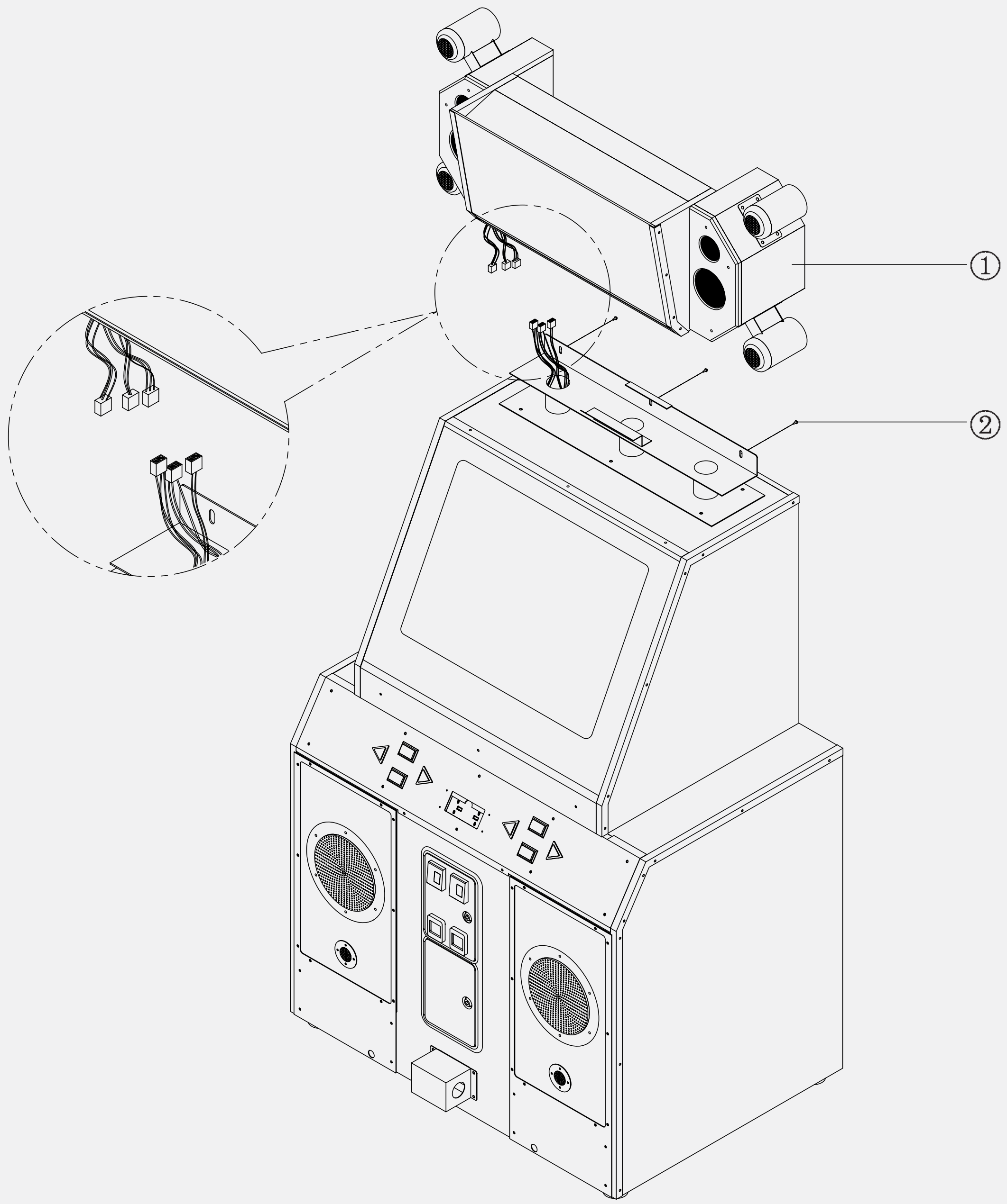
HOW TO INSTALL THE PUMP

1 FASTEN 6 SCREWS TO MOUNT THE BILLBOARD BRACKET ON THE MONITOR



NO	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CABINET ASS'Y		1	APUG0WOO005
2	BILLBOARD FIXING BRACKET		1	
3	SEMS	M6 × L20	6	

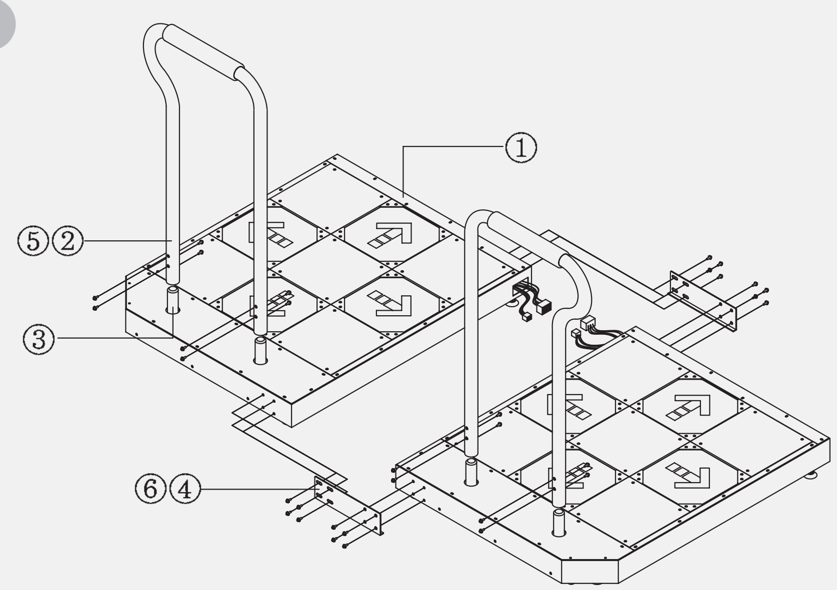
2 CONNECT ALL CONNECTORS



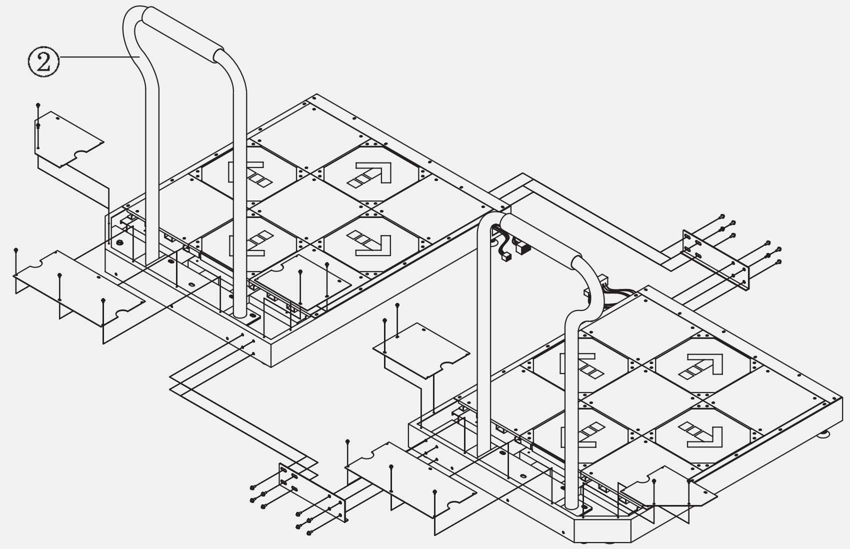
NO	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBORAD		1	
2	SEMS	M6 × L20	6	

3 USE BRACKETS AND FASTEN ALL SCREWS TO JOINT THE LEFT AND RIGHT FLOOR CONTROLLERS

A

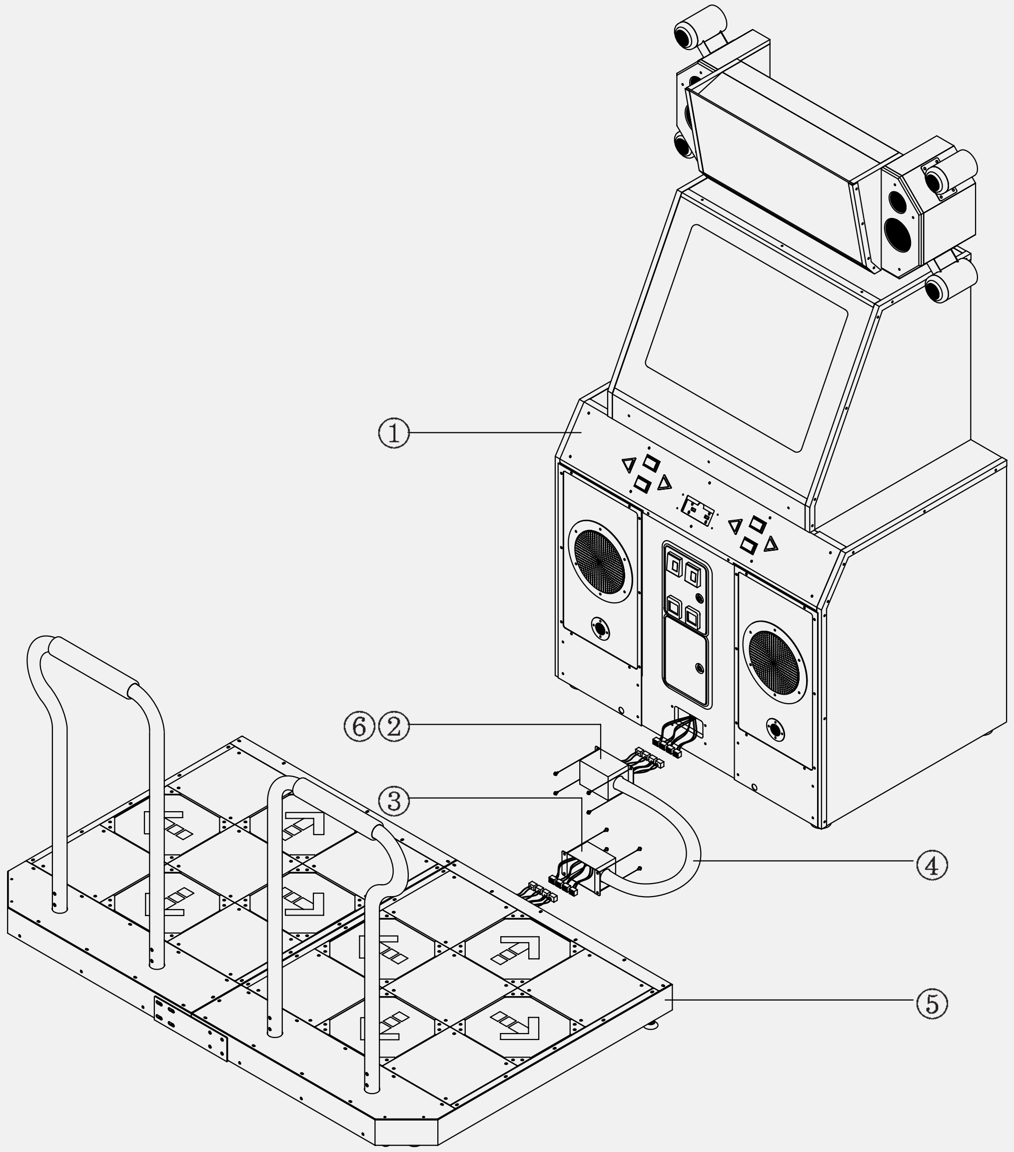


B



NO	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CROSS STEP ASS'Y		1	APUS0WOO003
2	FRAME PIPE A, B		4	MPUS0MEP035
3	PIPE SHAFT		4	
4	FRAME JOINT BRACKET		2	MPUS0MEP047
5	HEXAGON SOCKET HEAD CAP SCREW	M6 × L20	16	
6	HEXAGON SOCKET HEAD CAP SCREW	M6 × L20	16	

4 CONNECT THE CONNECTOR CABLES BETWEEN THE FLOOR CONTROLLER AND MAIN ASS'Y

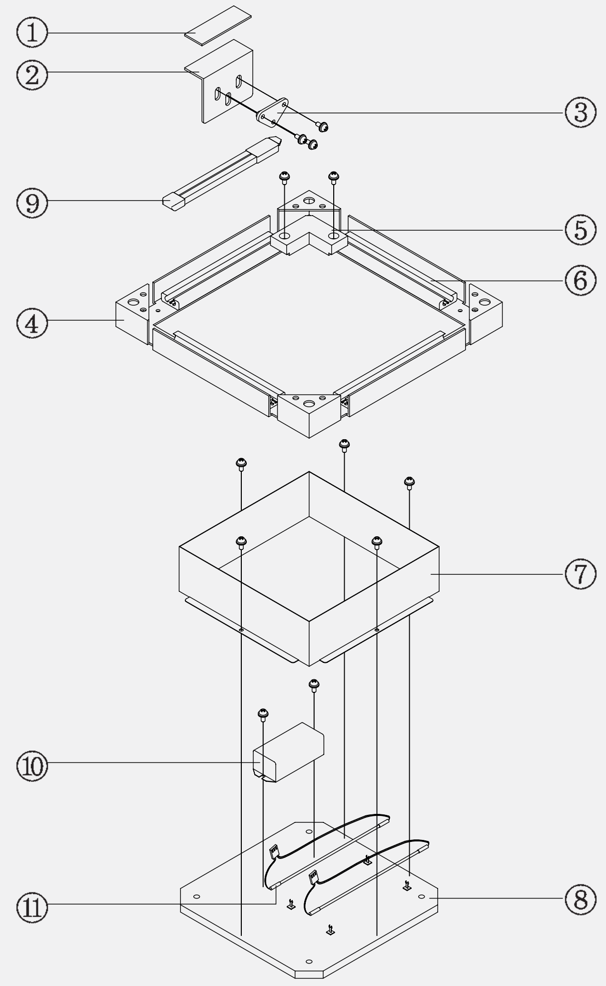


NO	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CABINET ASS'Y		1	APUG0WOO005
2	CONNECTOR BOX - CABINET		1	MPUD0MEP008
3	CONNECTOR BOX - STEP		1	MPUD0MEP009
4	FLEXIBLE TUBE ASS'Y		1	APUS0WOO012
5	CROSS STEP ASS'Y		1	APUS0WOO003
6	HEXAGON SOCKET HEAD CAP SCREW	M6 × L20	8	

CROSS STEP ASSEMBLING

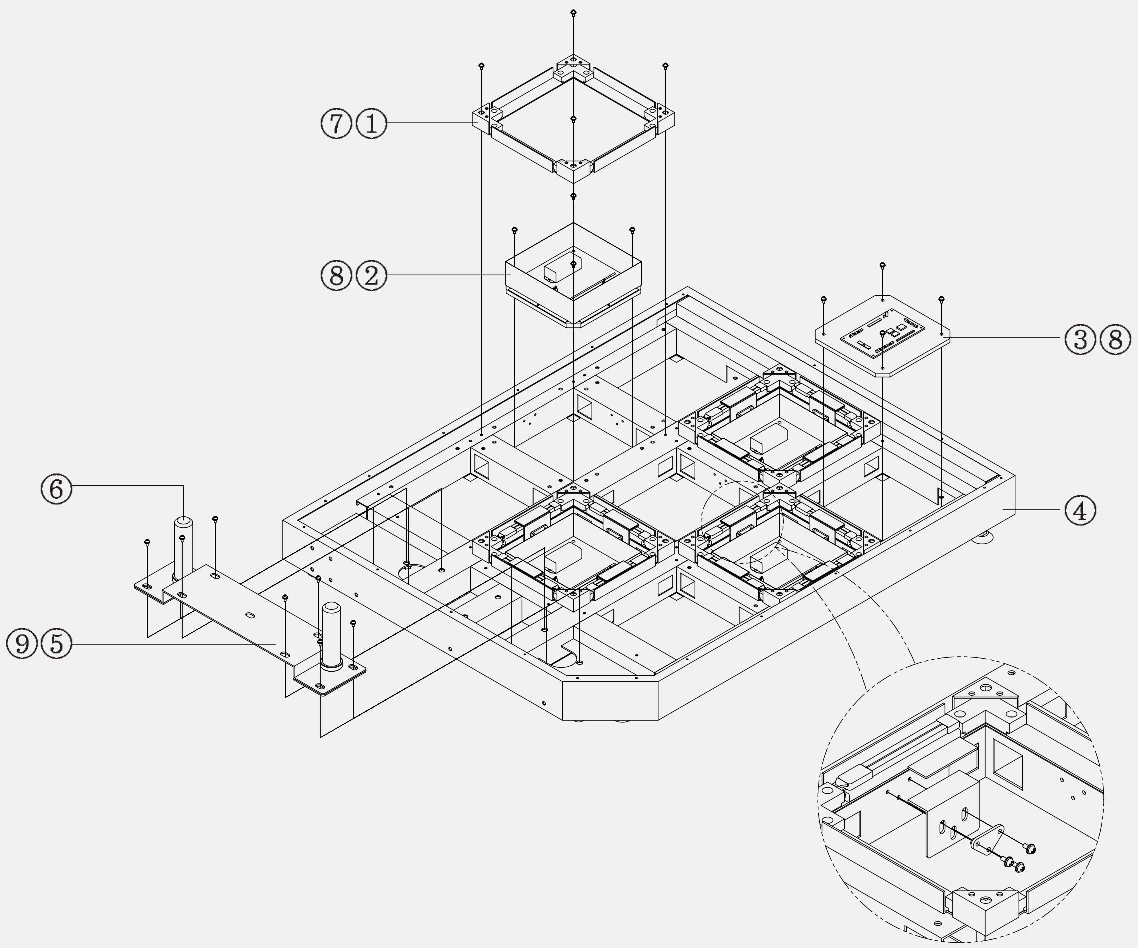
∗THIS ASSEMBLY DRAWING IS BASED ON A TYPE.

1 CROSS STEP ASSEMBLING



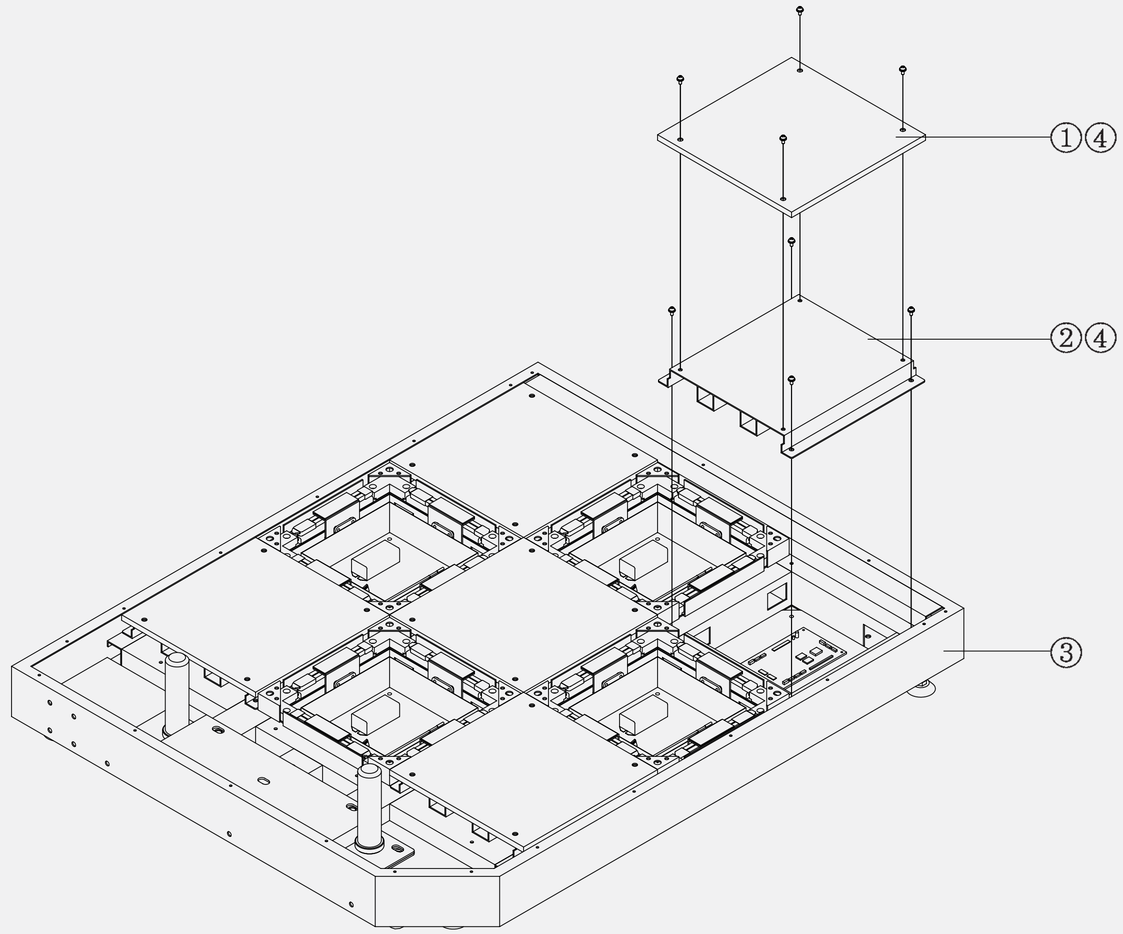
NO	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SENSOR BRACKET TAPE		32	MPUS0000001
2	SENSOR COVER BRACKET		32	MPUS0MEP041
3	BRACKET SUPPORT		32	MPUS0PLA018
4	SWITCH FRAME		8	MPUS0MEP072
5	STEP ACRYL STOPPER		32	MPUS0PLA017
6	SENSOR RUBBER		32	MPUS0PLA016
7	CCFL COVER		8	MPUD0PLA005
8	STEP WOOD		12	MPUS0WOO017
9	FOOT SENSOR		32	MELE0SEN003
10	INVERTER		8	MELE0INV001
11	CCFL LAMP	150MM	16	MELE0LAM012

2 CROSS STEP ASSEMBLING



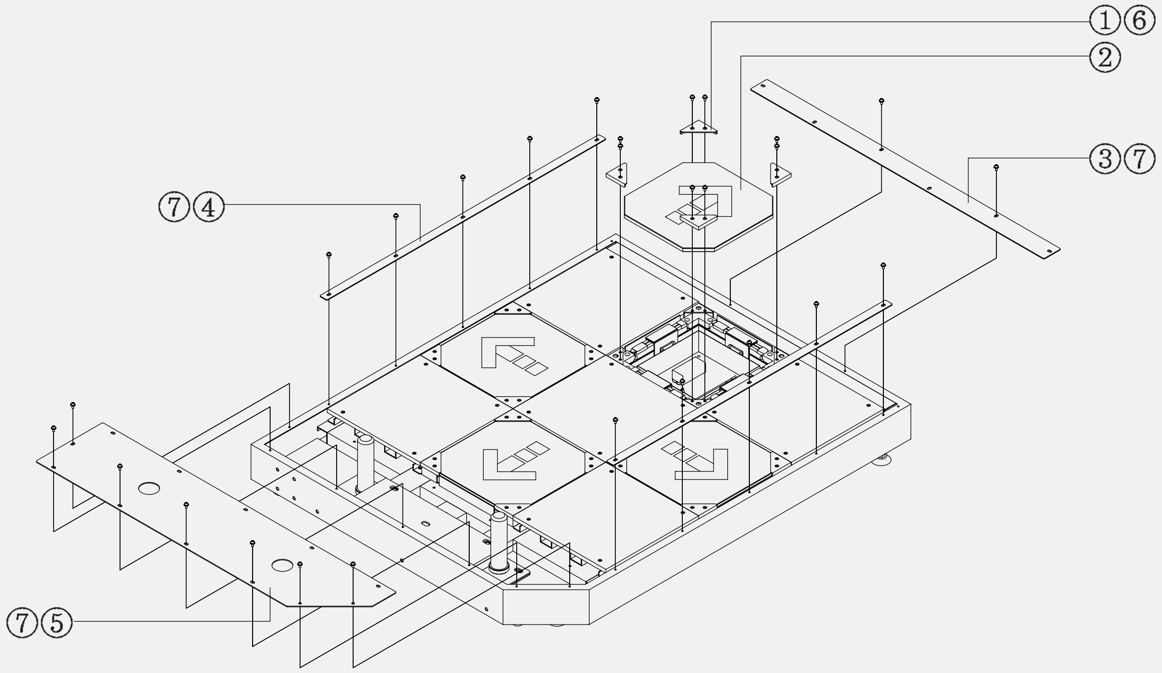
NO	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SWITCH FRAME ASS'Y		1	
2	CCFL COVER ASS'Y		1	
3	FOOT PCB ASS'Y		1	APUS0PCB017
4	STEP FRAME		1	MPUS0MEP045
5	HANDLE JOINT BRACKET		2	MZZZ0MEP004
6	PIPE SHAFT		2	
7	SEMS	M4×16L	4	
8	SEMS	M4×20L	8	
9	SEMS	M10×16L	8	

3 CROSS STEP ASSEMBLING



NO	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COVER PANEL		4	MPUS0MEP013
2	FRAME SUPPORT PANEL		4	MPUS0MEP022
3	STEP FRAME		1	MPUS0MEP045
4	SEMS	M6×16L	8	

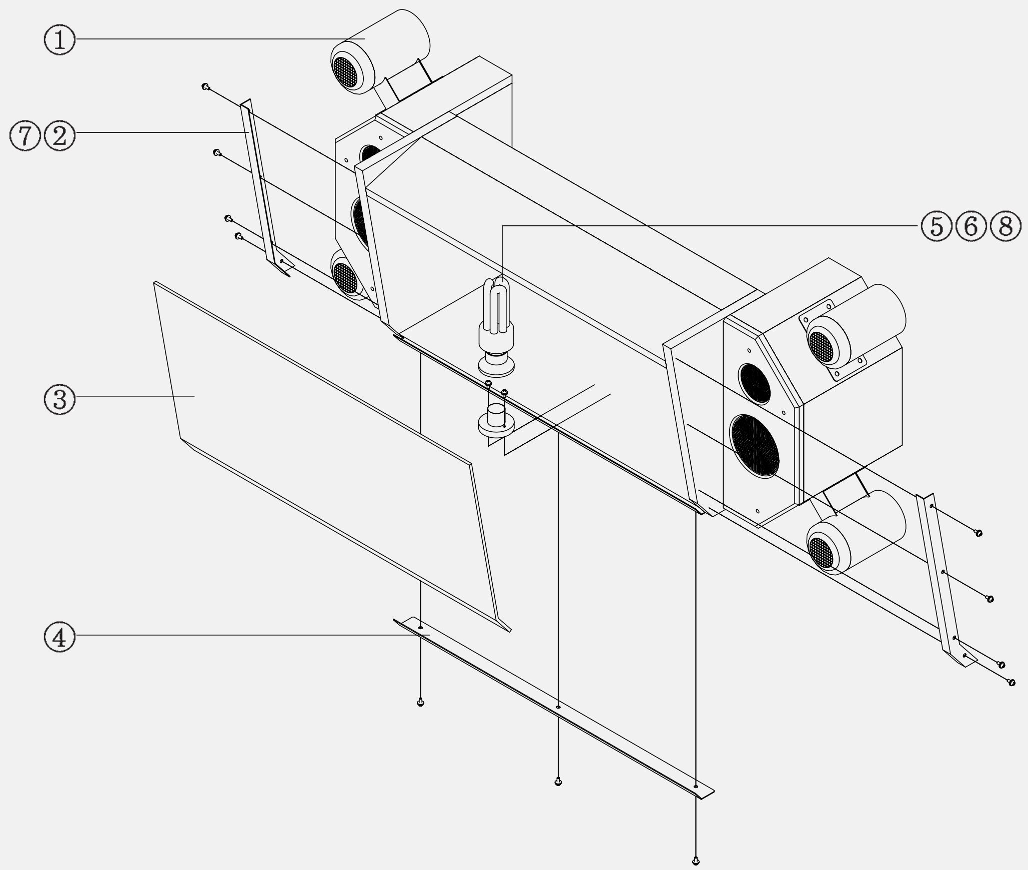
4 CROSS STEP ASSEMBLING



NO	PART NAME	SPEC.	QUANTITY	CODE NO.
1	STEP ACRYL COVER		16	MPUSOMEP044
2	STEP ACRYL		4	MPUSOMEP044
3	FRAME FRONT COVER		1	MPUSOMEP018
4	FRAME SIDE COVER		2	MPUSOMEP021
5	FRAME REAR COVER		2	MPUSOMEP019
6	HEXAGON SOCKET HEAD CAP SCREW	M6 × L16	8	
7	SEMS	M4 × L16	28	

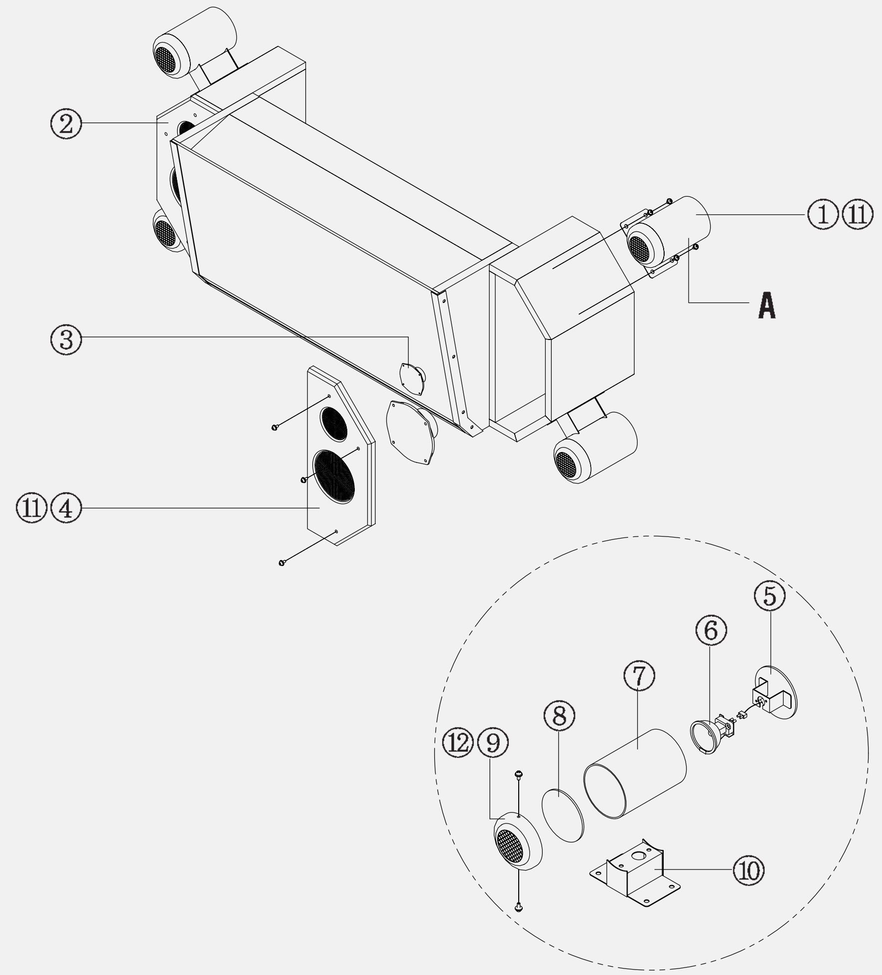
BILLBOARD ASSEMBLING

1 BILLBOARD ASSEMBLING



NO	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LIGHTING SUPPORT BRACKET		4	
2	BILLBOARD ACRYL SUPPORT BRACKET		2	
3	BILLBOARD ACRYL		1	MPUS0ACR021
4	BILLBOARD ACRYL LOWER SUPPORT BRACKET		1	
5	LAMP	3 WAVE LAMP	1	MELEOLAM005
6	AC RECEPTACLE	3 WAVE SOCKET	1	MELEOARE002
7	SEMS	M4 × L16	8	
8	TAPPING SCREW	M4 × L30	2	

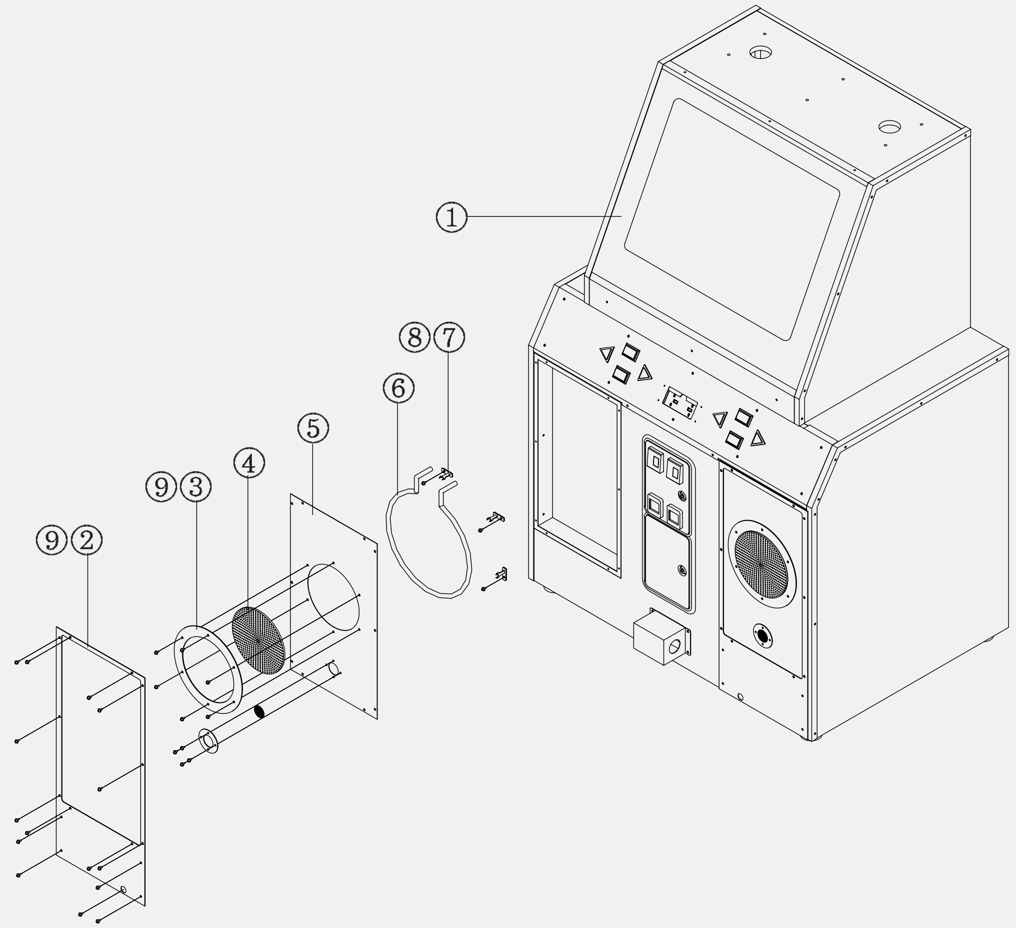
2 BILLBOARD ASSEMBLING



PICTURE A

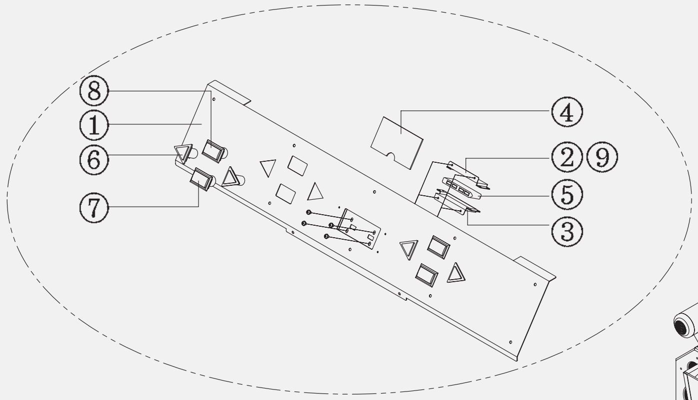
NO	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LIGHTING SUPPORT BRACKET		1	
2	BILLBOARD SPEAKER COVER BOX		2	
3	SPEAKER	HIGH-2.5 / MID 4.5	4	
4	BILLBOARD SPEAKER COVER		2	
5	HALOGEN LAMP BACK COVER		2	
6	HALOGEN LAMP		2	MELE0LAM009
7	LAMP BOX		2	
8	BILLBOARD LAMP ACRYL		2	
9	BILLBOARD LAMP CAP		2	
10	LAMP BOX SUPPORT		2	
11	SEMS	M6×L25	22	
12	SEMS	M4×L16	2	

WOOFER ASSEMBLING

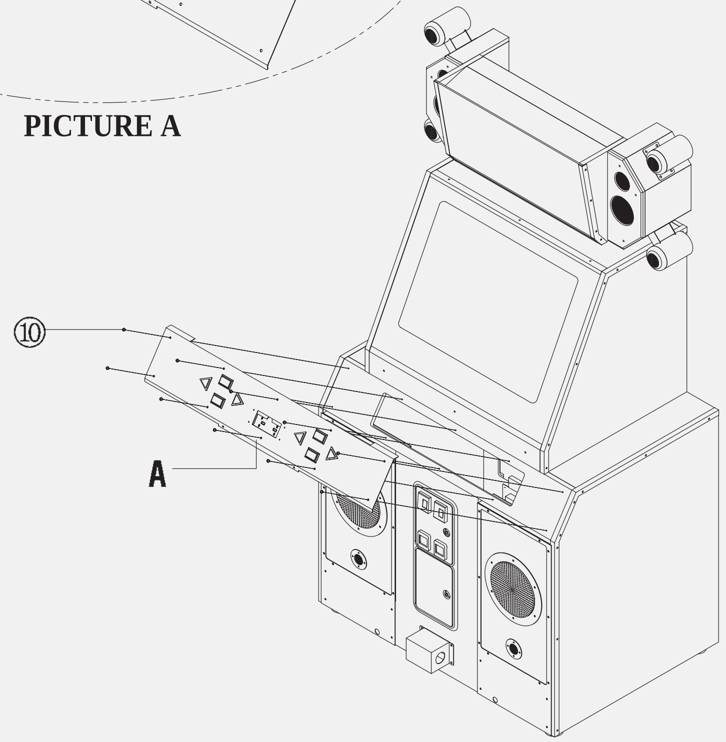


NO	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CABINET ASS'Y		1	APUG0WOO005
2	WOOFER ACRYL COVER BRACKET		2	
3	WOOFER RING		2	MPUD0PLA002
4	WOOFER SPEAKER NET		2	MPUS0MEP053
5	WOOFER ACRYL		2	MPUS1ACR009
6	NEON LAMP		2	MELE0LAM010
7	NEON LAMP SUPPORT		3	MPUS0WOO010
8	TAPPING SCREW	M4×16L	3	
9	SEMS	M4×20L	25	

BUTTON PLATE ASSEMBLING

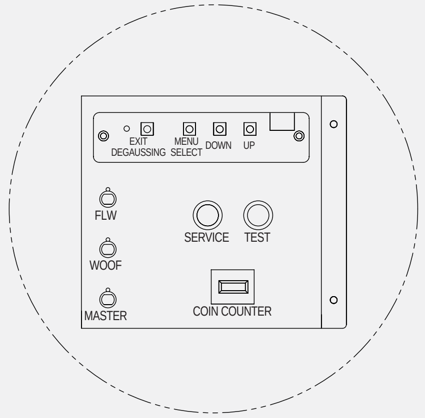


PICTURE A

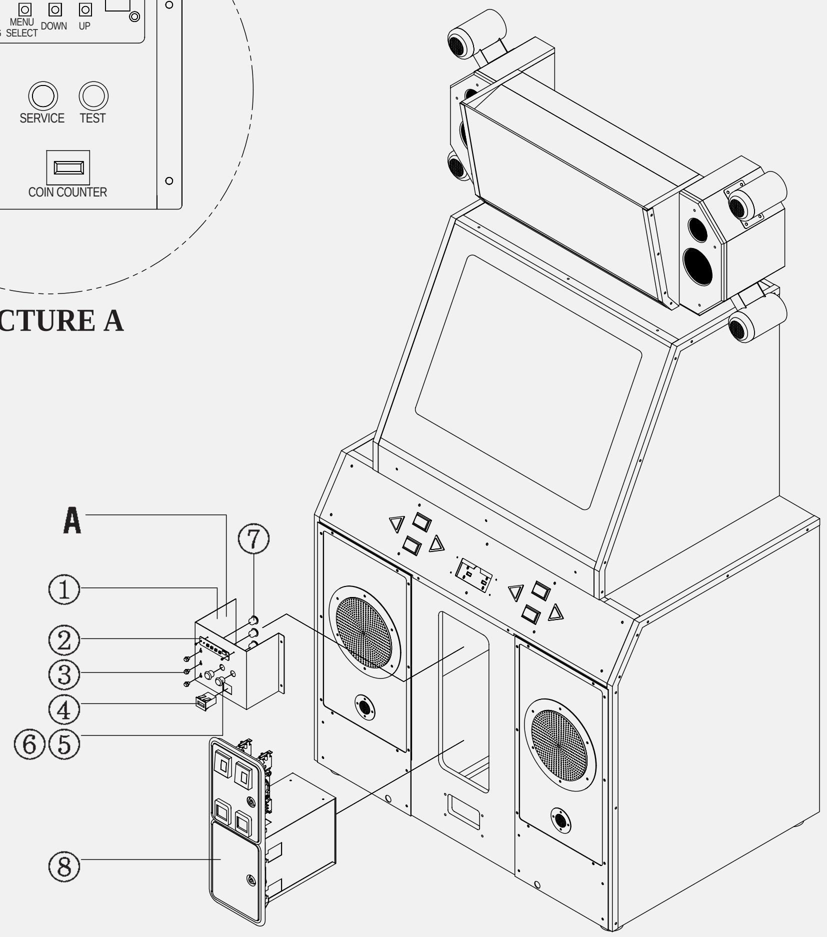


NO	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON PLATE		1	MPUG0MEP002
2	USB HUB UPPER COVER BRACKET		1	MPUG0MEP005
3	USB HUB LOWER COVER BRACKET		1	MPUG0MEP006
4	HUB COVER ACRYL		1	MPUG0ACR007
5	USB HUB	4 PORT	1	
6	BUTTON SWITCH	BLUE	4	MZZZ0BUT037
7	BUTTON SWITCH	RED	2	MZZZ0BUT036
8	BUTTON SWITCH	GREEN	2	MZZZ0BUT041
9	SEMS	M4 × 16L	4	
10	SEMS	M4 × 20L	10	

COIN DOOR & CONTROL PANEL ASSEMBLING

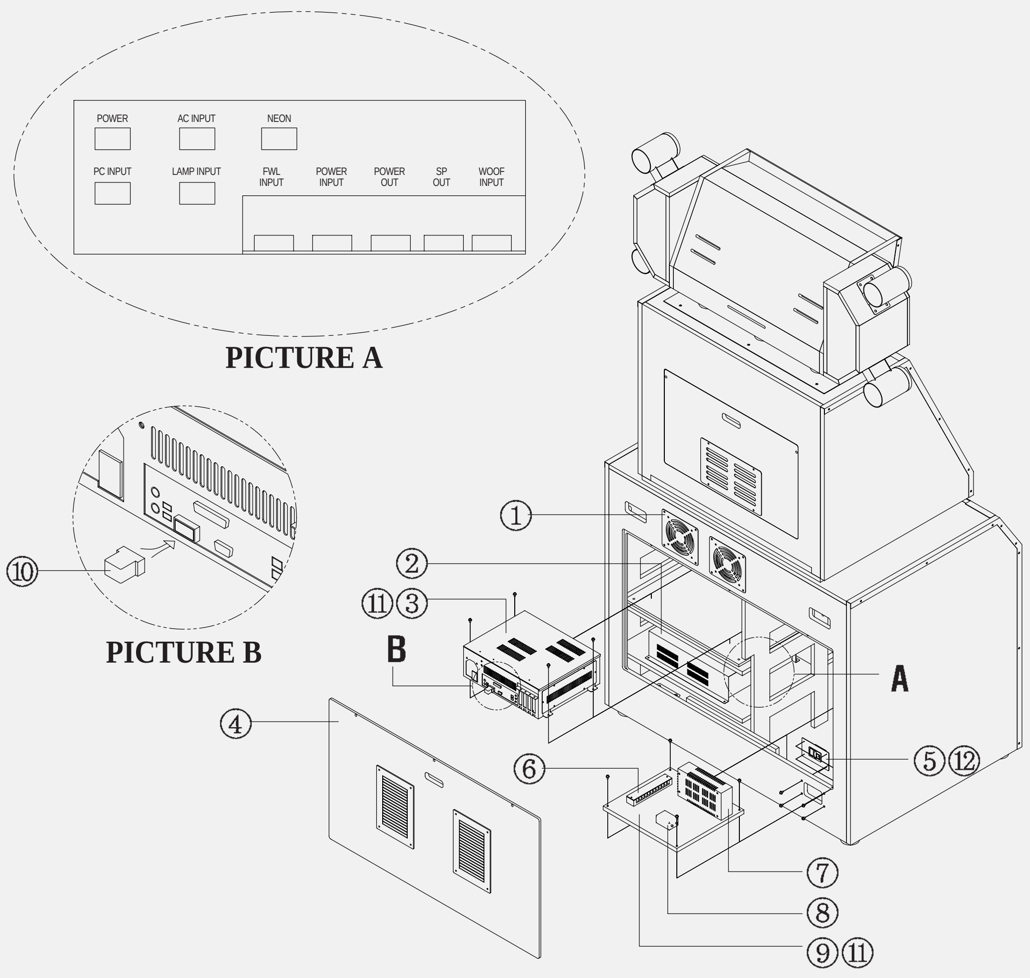


PICTURE A



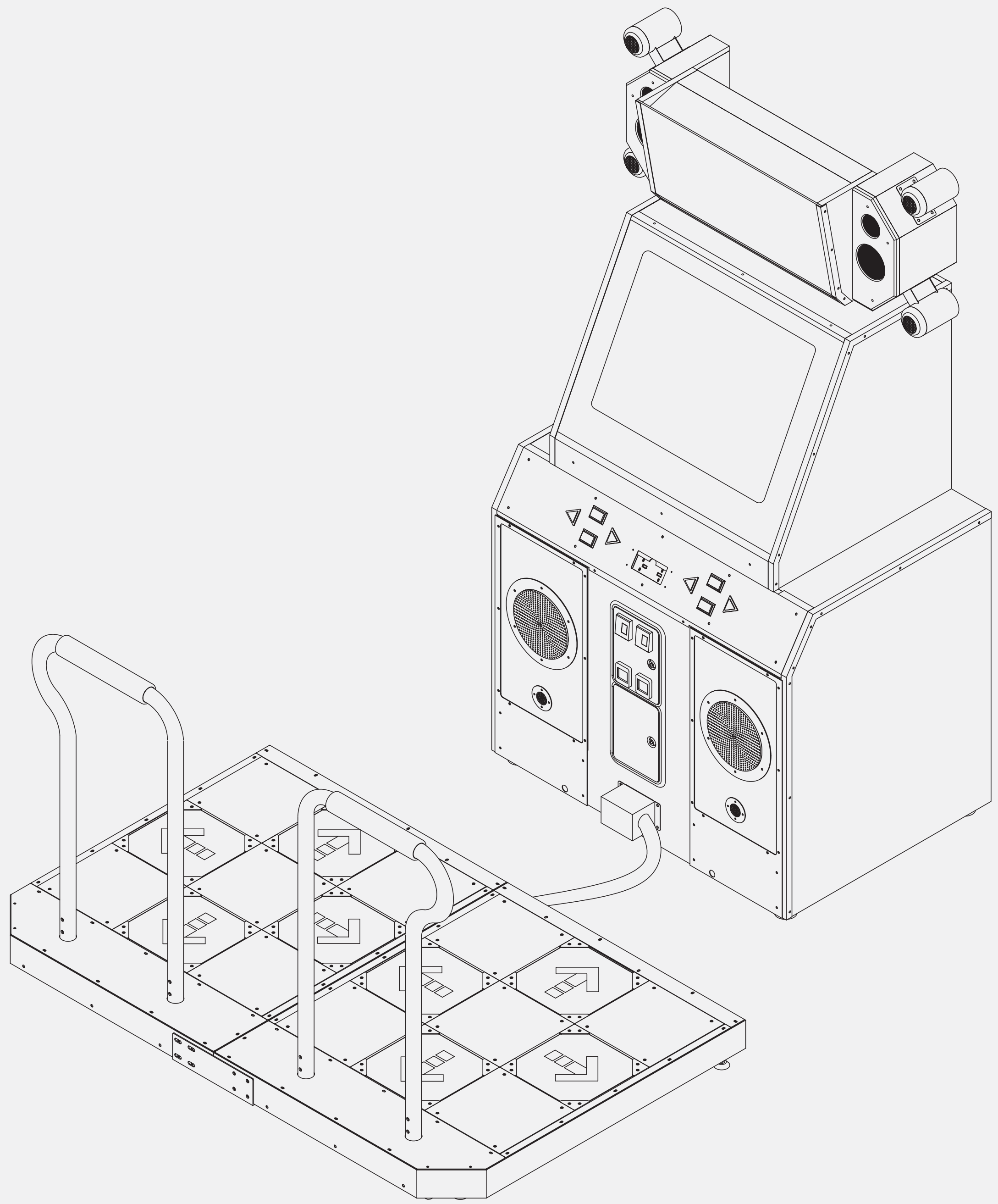
NO	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC POWER SWITCH BRACKET		1	
2	SSR PCB ASS'Y	PUMP-PIU05	1	APUS1PCB004
3	VOLUME	VR103(10K)	1	PRES0VRZ003
4	COUNTER	AMMC-712 (7D12V)	1	MZZZ0COU002
5	PUSH BUTTON SWITCH	412R	1	MELE0PUS001
6	PUSH BUTTON SWITCH	412W	1	MELE0PUS002
7	VOLUME KNOB		1	MELE0VOL007
8	COIN DOOR ASS'Y		1	AZZZ0COD002

MAIN BOX & AMP BOX ASSEMBLING

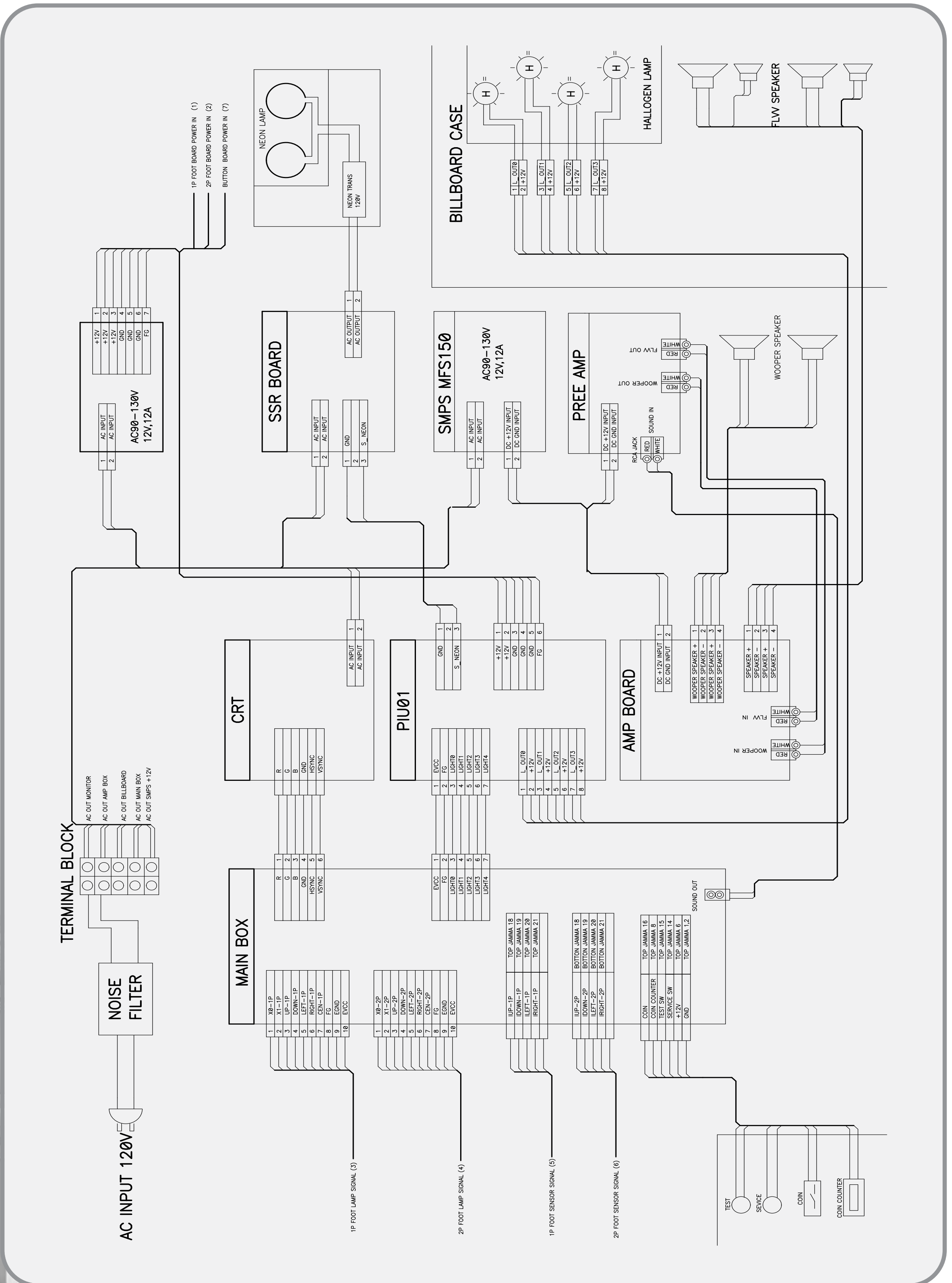


NO	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FAN BRACKET		2	
2	AMP BOX ASS'Y		1	APUS0WOO010
3	MAIN BOX ASS'Y	MK6 895 TYPE	1	APUS0000009
4	CASE BACK DOOR		1	
5	NOISE FILTER	250V-10A	1	MELE0NOI001
6	TERMINAL BLOCK	12P UL	1	MELE0TEB002
7	SMPS	DC-12V 12A	1	MELE0SMP006
8	NOISE FILTER	250V-10A	1	MELE0NOI001
9	SUPPORT PLATE		1	
10	LOCK CHIP	SERIAL PORT	1	MZZZ0000058
11	TAPPING SCREW	M4 × 20L	8	
12	SEMS	M4 × 20L	4	

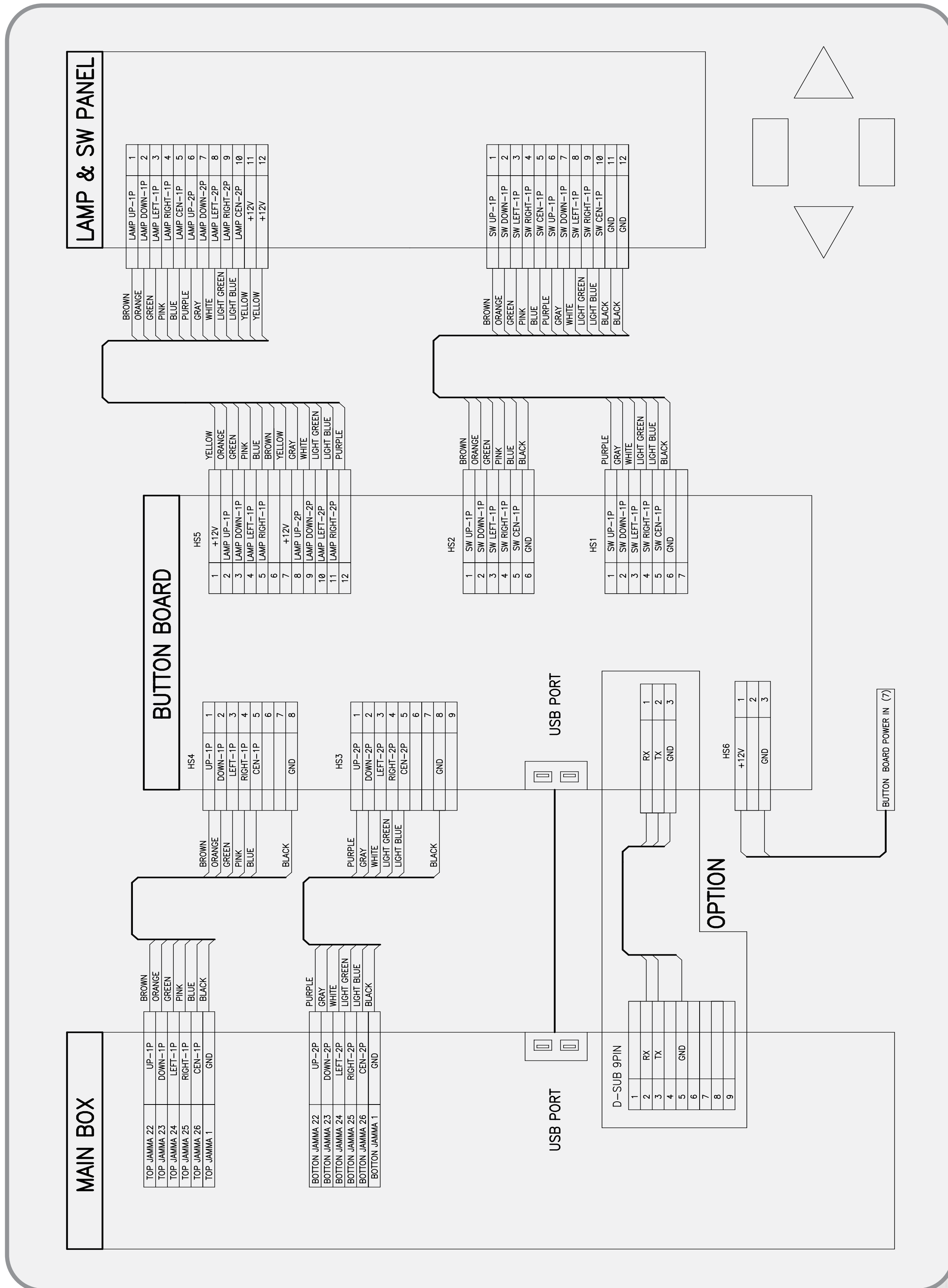
OUTWARD SHAPE OF PUMP IT UP



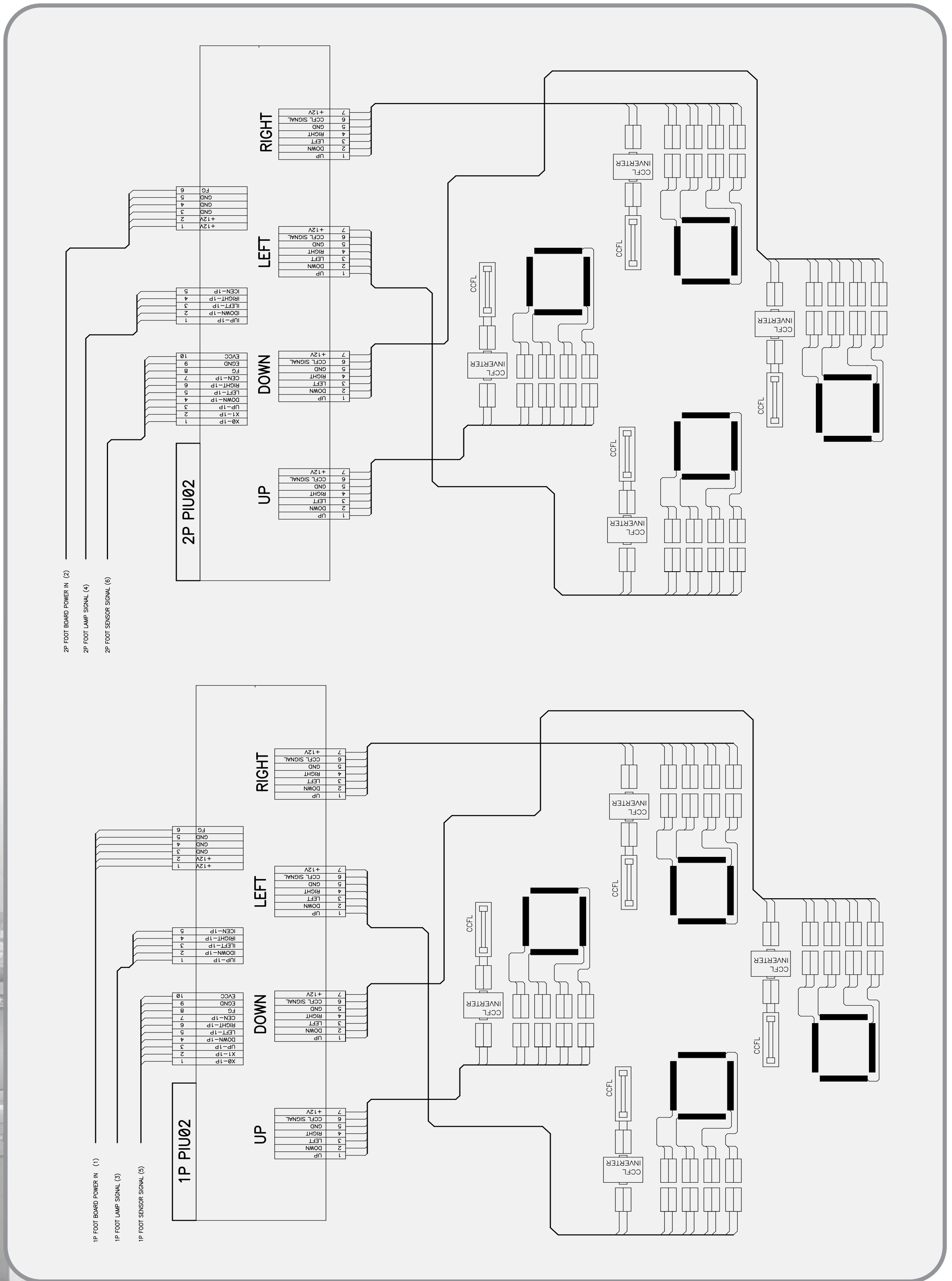
WIRING DIAGRAM 1



WIRING DIAGRAM 2



WIRING DIAGRAM 3



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Lua

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